ABSTRACT

PREDICTING AVATAR MOVEMENT IN A DISTRIBUTED VIRTUAL ENVIRONMENT

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A method and apparatus for predicting the likelihood of an avatar under the control of a user in a virtual environment moving with a predetermined range of a boundary as disclosed in which the movement of the avatar

10 in the virtual environment is monitored for a period of time, a model of avatar movement is determined using the monitor movement, and the likelihood of the avatar movement within the predetermined of a boundary is predicted using the model.

15   (Figure 1)